

```
→ int fak(int n) {  
    if (n < 1) {  
        return 1;  
    }  
  
    int tmp = fak(n-1);  
  
    return n * tmp;  
}
```

```
> fak(3);
```

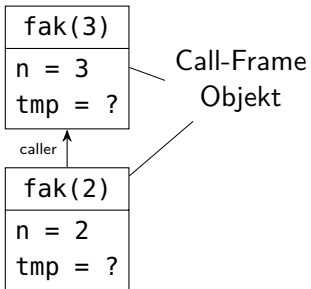
```
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    if (n < 1) {  
        return 1;  
    }  
→ int tmp = fak(n-1);  
  
    return n * tmp;  
}
```

fak(3)
n = 3
tmp = ?

Call-Frame
Objekt

```
> fak(3);
```

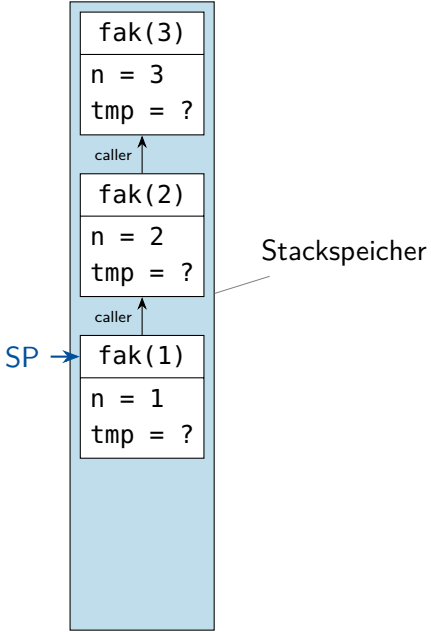
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    if (n < 1) {  
        return 1;  
    }  
    int tmp = fak(n-1);  
    return n * tmp;  
}
```



```
> fak(3);
```

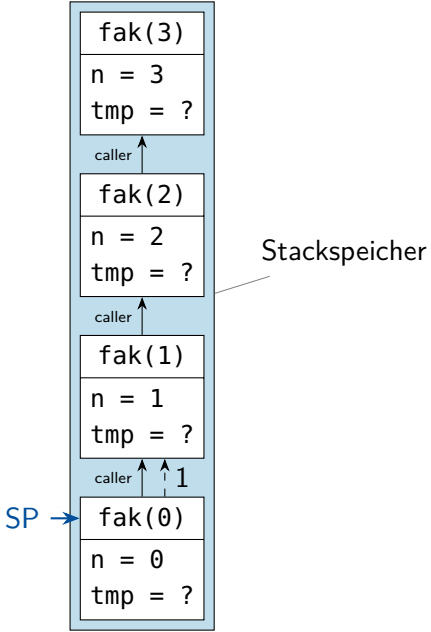
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    if (n < 1) {
        return 1;
    }
    int tmp = fak(n-1);
    return n * tmp;
}
```

```
> fak(3);
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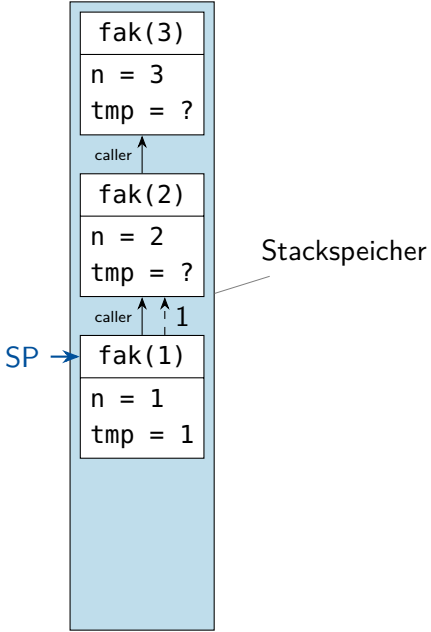
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    if (n < 1) {  
→     return 1;  
    }  
  
    int tmp = fak(n-1);  
  
    return n * tmp;  
}
```

```
> fak(3);
```



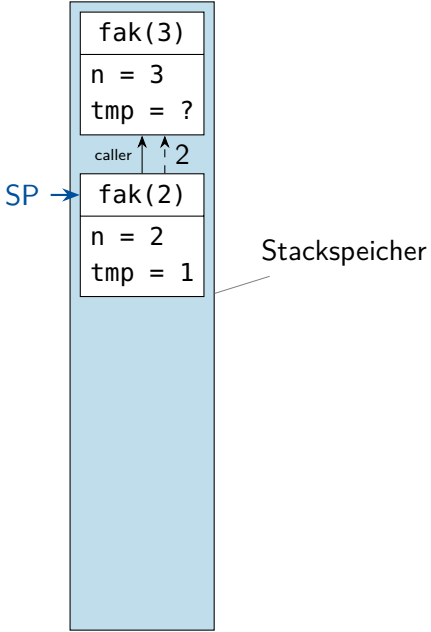
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    if (n < 1) {  
        return 1;  
    }  
  
    int tmp = fak(n-1);  
→   return n * tmp;  
}
```

```
> fak(3);
```



```
int fak(int n) {  
    if (n < 1) {  
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→   return n * tmp;  
}
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```
> fak(3);
```



```
int fak(int n) {  
    if (n < 1) {  
        return 1;  
    }  
  
    int tmp = fak(n-1);  
→   return n * tmp;  
}
```

```
> fak(3);
```

SP →

fak(3)

n = 3

tmp = 2

Stackspeicher


```
int fak(int n) {  
    if (n < 1) {  
        return 1;  
    }  
  
    int tmp = fak(n-1);  
  
    return n * tmp;  
}
```

```
> fak(3);  
6;  
>
```



Stackspeicher